

Fallout 3

UNIQUE WEAPONS GUIDE (PDF)

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UNIQUE WEAPONS

Unique weapons are usually more powerful than their conventional counterparts and of course, since most of them can't be acquired anywhere else, they are definitely worth collecting. The good thing about most unique weapons is that you can repair them using their normal counterparts. Use this guide to know how to locate and acquire them. Their efficiency in actual combat will be marked with [*]. More of these means you should consider bringing that weapon with you in combat. Remember that weapon efficiency is also affected by your character's skills. A character that has low big guns skill shouldn't expect high damage using a mini-gun compared to a character that has high skill level – which can turn the mini-gun into a mean, meat tearing weapon. Also, take note that a weapon's condition will also affect its overall damage.

To find the exact map coordinates of the locations mentioned in this guide, use this interactive map courtesy of [The Vault](#).

Legend:

- (BS) DLC: Broken Steel
- (TP) DLC: The Pitt
- (OA) DLC: Operation Anchorage

A3-21's Plasma Rifle

Type: Plasma Rifle

Ammo: Microfusion Cells

Efficiency: [*][*][*] (/5)

This is one of the best all-around weapons you can carry. However, its true potential can only be unlocked by a character with high energy weapons skill level. It is more durable than ordinary plasma rifles. To acquire this, you must discover the android's real identity in the sidequest "The Replicated Man". Upon confronting Harkness about his real identity and you agree to keep it a secret, he'll give you his unique plasma rifle in return.

Alien Blaster

Type: Extraterrestrial weapon (Energy based)

Ammo: Alien Power Cells

Efficiency: [*][*][*][*]

Getting this weapon is entirely optional. However, because of its power and its convenient location, you should consider getting this first as you start your quest. You may encounter a handful of common hostiles along the way but the trip is really worth it.

To locate it, you must continue north until you find the **MDPL-13 Power Station**. This power station can be easily spotted because it is the only building with 3 smokestacks in the middle of the wasteland. From the station, follow the power lines north until you pick up the "Recon Craft Theta" signal. Getting that limited signal means you're near the crash site. Keep following the power lines until your Geiger counter registers mild radiation. Face east and should spot a ruined house down the hill. The alien craft should be near that house. The crash site should have 110 small power cells that will serve as the blaster's ammo. Pick them up and you're good to go.

This weapon is one of the most powerful weapons in the game, capable of melting a hulking behemoth with a few well-placed headshots. Characters with high energy weapons skill should enjoy its benefits. The only downside of this weapon is that it degrades rather quickly and you don't have any ways of repairing it yourself so you'll need to cough out some caps to have it repaired by NPCs.

Ant's Sting

Type: Knife

Ammo: None (Melee)

Efficiency: [*]

Being a knife with a name won't help you in battle. It's base damage is pretty low, even in good condition. You can get this during the "Superhuman Gambit" sidequest. Obtain the Mechanist's costume and show it to the Antagonizer in her lair to get this weapon. The sidequest can be started in **Canterbury Commons**.

Blackhawk

Type: Scoped .44 Magnum

Ammo: .44 ammo rounds

Efficiency: [*][*][*][*]

With good critical rate, long-range zoom and high base damage, this gun is a prime choice for characters with high small guns skill level. It is fairly accurate and when paired with Headshot, Gunslinger, Better Criticals, Finesse and other related perks, this weapon is the most powerful, single-handed normal weapon (the alien blaster and firelance are not *normal* weapons in a sense) in the game. You can obtain this from Agatha but you must deliver her a Sheet Music Book first. There are six of these in the game but you only need one of them. Conveniently, one of the sheet music books are located inside **Vault 92**. To find it, head to Vault 92's **Living Quarters** and go to the Male Dorm's bathroom. Examine one of the closed stalls here to find the music book behind the toilet bowl. Give it to Agatha and *request for a reward* to get this weapon. Forgetting to do so will prevent you from getting the weapon anymore.

Board of Education

Type: Nailboard

Ammo: None (Melee)

Efficiency: [*]

Weak and annoying, the only worth of this weapon is its name. You can find it inside one of the shacks in the

Clifftop Shacks, held by a skeleton on the bed.

Burnmaster

Type: Flamer

Ammo: Flamer fuel

Efficiency: [*][*][*]

Enter the **Falls Church Metro** Station and once inside, go to the southeastern part of the tunnels to reach the Franklin Metro Utility. This area is enclosed and filled with feral ghouls so prepare for some fight. The weapon is located inside the freight car in the northeastern corner of the area.

Butch's Toothpick

Type: Switchblade

Ammo: None (Melee)

Efficiency: [*]

You must not have murdered Butch during your escape from the vault at the start of the game. Complete the "Trouble on the homefront" sidequest and he will appear in Rivet City's Muddy Rudder bar. Once there, target his switchblade in VATS then holster your weapon for him to become friendly again. Sneak behind him and pickpocket the weapon from him. Like most melee weapons, this is pretty much a collector's item only.

Callahan's Magnum (BS)

Type: Magnum

Ammo: .44 rounds

Efficiency: [*][*][*]

After blowing up the **Citadel** using an orbital strike, examine the large crater left and find a door leading to the armory. Sadly, there isn't any other way of reaching the armory by normal means. Look for a working terminal near a safe, hack the terminal, unlock the safe and grab the gun inside.

Colonel Autumn's 10mm Pistol

Type: 10mm Pistol

Ammo: 10mm rounds

Efficiency: [*][*]

During the last quest of the main story and after reaching the Rotunda of Jefferson Memorial, Autumn will confront you. Kill him and loot this weapon from his body. Supposedly, you should get Colonel Autumn's Laser Pistol as well alongside with this weapon however, sometimes they don't appear together. You may want to reload your last save and try again until you get both.

Colonel Autumn's Laser Pistol

Type: Laser Pistol

Ammo: Energy Cells

Efficiency: [*][*]

During the last quest of the main story and after reaching the Rotunda of Jefferson Memorial, Autumn will

confront you. Kill him and loot this weapon from his body. Supposedly, you should get Colonel Autumn's 10mm Pistol as well alongside with this weapon however, sometimes they don't appear together. You may want to reload your last save and try again until you get both.

Eugene

Type: Minigun

Ammo: 5mm bullets

Efficiency: [*][*][*]

This one of the rewards in the sidequest "Reilly's Rangers". Upon rescuing the rangers and talking to them in their compound, you'll be asked if you want to take the armor or the weapon. Choosing the weapon will earn you Eugen, Brick's custom mini-gun. However, if you want both rewards, you can steal this from Brick (save first before attempting) then choose the armor when you're asked to choose your reward.

Experimental MIRV

Type: Fat Man

Ammo: Mini-nukes

Efficiency: [*][*][*][*]

This powerful Fat Man fires 8 mini-nukes per launch, making it a very fearsome and devastating weapon which can decimate an entire outpost if used properly. You must collect 4 out of 5 Keller family holotapes that each contain the code for unlocking the armory where this weapon is stored. The weapon itself is located inside the armory of **National Guard Depot** in the northern reaches of the Capital. Refer to the list of the tapes' locations below:

1. **Hallowed Moors Cemetery** – Behind the pulpit, along with a couple of skill books
2. **Grisly Diner** – In the table at the back of the diner
3. **Abandoned Shack** – On top of the cliff beside **Rockbreaker's Last Gas**. The Victory Rifle is also located in a cabinet inside the shack
4. **Super Mutant Camp** – Fast travel to the Anchorage Memorial, head north to find a tent beside a truck. You may find a captive there as well.

Fawke's Super Sledge

Type: Super Sledge

Ammo: None (Melee)

Efficiency: [*][*][*]

A character with a high melee skill level will be able to use this weapon properly. This can only be acquired from Fawkes, a talking and friendly super mutant that you'll meet during the "Finding the Garden of Eden" quest (main story) Release him from his cell, trade with him and get this weapon from his inventory.

Firelance

Type: Alien Blaster

Ammo: Alien Power Cells

Efficiency: [*][*][*][*]

More powerful than the already deadly Alien Blaster, this unique extraterrestrial weapon causes the target to burn

(causing additional fire damage per second) and has higher critical rate. However, getting this weapon is based entirely on a character's luck since you can only get this through a random event. What makes matters worse is that this particular "Firelance" random event will only occur once per character playthrough – meaning you won't be able to get the chance to trigger the event in case you missed the first one. It is possible to get the Firelance at the start of the game. For more details, you can check out this [Youtube video](#) courtesy of user McFlyGamerGuides. After mid-air explosion (part of the event) you must carefully search for the Firelance as it is small and blends perfectly to the surroundings. It is possible that NPCs like raiders or human enemies may pick up this weapon and use it against you, in case the event takes place when there are humans nearby.

Fisto!

Type: Power Fist

Ammo: None (Melee)

Efficiency: [*][*]

It is located inside the Derelict Power Plant, part of the **MDPL-13 Power Station**. Head to the power plant's second floor, on top a desk beside a terminal.

Highwayman's Friend

Type: Tire Iron

Ammo: None (Melee)

Efficiency: [*]

In the shelf of Machete and Dominic's garage in Canterbury Commons.

Jack

Type: Ripper

Ammo: None (Melee)

Efficiency: [*][*][*]

This weapon is carried by an Enclave officer inside the Deathclaw Sanctuary. Enclave forces won't appear in the game unless you already completed the "Waters of Life" quest in the main story. If you have cleared the sanctuary before the enclave forces appear, then you should find the officer alive and roaming in the middle southern portion of the cave (consult your local map). Otherwise, you should keep an eye for an officer's body somewhere in the cave.

Jingwei's Shocksword (OA)

Type: Chinese Officer's Sword

Ammo: None (Melee)

Efficiency: [*][*][*][*]

This is found inside the VSS armory inside the **Outcast Outpost** and can only be opened after completing the anchorage simulation.

Lincoln's Repeater

Type: Hunting Rifle

Ammo: .44mm rounds

Efficiency: [*][*][*]

Accuracy is this weapon's main strength. It can be found inside the Lower Halls of the **Museum of History**. You can reach this place during the "Head of the State" sidequest whe Caleb asked you to bring a Memorial Poster. The Repeater is located inside a glass case in the hall's second floor, main area.

Man Opener (TP)

Type: Steel Saw

Ammo: None (Melee)

Efficiency: [*][*][*]

Found in the second level of the Supply Plant, in the Steelyard on the bed.

Metal Blaster (TP)

Type: Laser Rifle

Ammo: Energy Cells

Efficiency: [*][*][*]

Trade 50 steel ingots to Everett.

Miss Launcher

Type: Missile Launcher

Ammo: Missiles

Efficiency: [*][*]

This missile launcher doesn't fire missiles in a straight horizontal direction but rather in a Fat-Man-ish arc. It doesn't serve that much purpose in combat since large, real-time adjustments must be made for it to hit the intended target. This can be acquired inside **Fort Independence's** Research Area by the sleeping quarters. However, getting inside the Fort is not an easy task. To gain entrance, you must collect technologies and trade them with Protector Casdin. Some of the items you can trade with him are the following:

- ✓ Alien Blaster
- ✓ Alien Power Cell
- ✓ Enclave Power Armor
- ✓ Enclave Power Helmet
- ✓ Laser Pistol
- ✓ Laser Rifle
- ✓ Plasma Pistol
- ✓ Plasma Rifle
- ✓ Power Armor
- ✓ Power Helmet
- ✓ Scrap Metal
- ✓ Sensor Module
- ✓ Tesla Power Armor

You will receive frag grenades, stimpaks or radaways (your choice) in exchange for the items you've traded. The better the item you traded, the higher quantity of the rewards you'll receive in return. After trading a certain number of items with him, he'll allow you to enter the Fort.

Occam's Razor

Type: Combat Knife

Ammo: None (Melee)

Efficiency: [*]

Kill Commander Jabsco inside **Fort Bannister** and loot this weapon from his body. Though more powerful than the conventional combat knife, its base damage is pretty low to be of any practical use in the battlefield.

Ol' Painless

Type: Hunting Rifle

Ammo: .32 ammo rounds

Efficiency: [*][*][*]

This is found inside Dave's personal safe in the **Republic of Dave**. You must get the key from him by murdering him or stealing it from him. This is a very accurate and deadly gun, in the hands of a character with Commando, Headshot perks and high small guns skill level level.

Perforator (TP)

Type: Infiltrator (Silenced, Scoped Assault Rifle)

Ammo: 5.56 ammo rounds

Efficiency: [*][*][*]

Trade 90 steel ingots to Everett. This weapon is very accurate and since it is silenced, it can take out targets at great distances almost without alerting nearby enemies. It has higher base damage and accuracy than the Infiltrator as well. The only problem is that it degrades quickly so having a few good conditioned assault rifles in your inventory is a must for repairing this weapon and for prolonged use.

Plunkett's Valid Points

Type: Spiked Knuckles

Ammo: None (Melee)

Efficiency: [*]

Another impractical weapon for most character builds. A character with the *Lawbringer* perk shall meet a NPC named Junder Plunkett inside the house in **North Arlington Cemetery** ~ in the same room where you can find the Luck Bobblehead. Kill him and loot this weapon from his body.

Precision Gatling Laser (BS)

Type: Gatling Laser

Ammo: Electron charge pack

Efficiency: [*][*][*]

Find the NPC named Armory Master inside the second level of the Mobile Platform in **Adams Airforce Base**. Kill him and loot his body to get this weapon.

Rapid-Torch Flamer (BS)

Type: Flamer

Ammo: Flamer fuel

Efficiency: [*][*][*]

This can be found inside the **Adams Storage Facility** in the southeastern corner of the runway. The best feature of this weapon is fuel efficiency since it consumes lesser fuel compared to an ordinary flamer.

Reservist's Rifle

Type: Sniper Rifle

Ammo: .308 ammo rounds

Efficiency: [*][*][*][*]

Lesser magazine capacity is traded for very high critical percentage, lesser AP cost per shot and 50% more durability, making it one of the best long-ranged weapons in the game. You must loot it from the NPC called the Drifter, on top of the **Dickerson Tabernacle Chapel**. Since you don't have any method of reaching his elevated position, you must blow him to pieces so you can loot the weapon from his scattered body parts.

Slo-Burn Flamer (BS)

Type: Flamer

Ammo: Flamer fuel

Efficiency: [*][*][*]

Higher fire damage per second is traded for higher fuel consumption. Find this flamer inside the deathclaw research facility inside the second level of the Mobile Platform in **Adams Airforce Base**.

Smuggler's End

Type: Laser Pistol

Ammo: Energy Cell

Efficiency: [*][*][*]

The advantages of this weapon compared to ordinary laser pistols are faster firing rate and increased damage per shot. It is located inside Elder Lyon's safe, in his personal quarters in the **Citadel's B-Ring**. You can lockpick it or order Dogmeat to retrieve it for you.

Stabhappy

Type: Combat Knife

Ammo: None (Melee)

Efficiency: [*]

Like other knives and small melee weapons, its only worth will be as a collector's item. Though it can be looted from random raiders, you can get this weapon from a specific location: a raider hideout **east of Bethesda Ruins**. Kill all raiders there and examine their bodies. You should find the knife in one of them.

Steel Knuckles (TP)

Type: Knuckles

Ammo: None (Melee)

Efficiency: [*]

Trade 30 steel ingots to Everett.

Sydney's 10mm "Ultra" SMG

Type: 10mm Submachine Gun

Ammo: 10mm ammo rounds

Efficiency: [*][*][*]

During the "Stealing Independence" quest, head straight to the rotunda to find Sydney. Help her thwart the two waves of super mutants and help her retrieve the Declaration of Independence. At this point, you can steal the weapon from her or murder her. However, if you want to get the item by legitimate means, head to the Statesman Hotel and look for the holotape entitled "A Note for my Little Moonbeam" in one of the rooms in the upper levels (a floor above Theo's body if you're trying to do this during the "Reilly's Rangers" quest). After delivering the Declaration in Rivet City, talk to her and give her the holotape. She'll give you the gun and she'll head to the Underworld to become a weapons trader.

The Break

Type: Pool Cue

Ammo: None (Melee)

Efficiency: [*]

Another collector's item since it is not practical to use in actual combat. You can find this on the pool table beside a roasted brahmin outside of Eulogy's Pad in **Paradise Falls**.

The Kneecapper

Type: Sawed-off Shotgun

Ammo: Shotgun Shells

Efficiency: [*][*][*]

It is owned by Ronald Laren in **Girdershade**. Female characters with the Black Widow perk can easily get this weapon by starting the Nuka-Cola Challenge sidequest and when asked by Ronald to bring him the Quantums instead, then using the conversation option to get it himself. He'll end up dead in the lobby of the Nuka-Cola plant. Otherwise, one of the normal means to acquire it from him is by inducing him to attack, holster your weapon to end the fight then steal the weapon from him.

The Mauler (TP)

Type: Auto-Axe

Ammo: None (Melee)

Efficiency: [*][*][*]

Trade 80 ingots to Everett. This weapon degrades rather quickly in exchange for lesser AP cost and higher damage. Another good thing about this weapon is that you can use Steel Saws, Auto-Axes and even Rippers to repair it.

The Shocker

Type: Powerfist

Ammo: None (Melee)

Efficiency: [*][*][*]

Head to the Flooded Metro south of Bailey's Crossings and Red Racer Factory. Follow the path downstairs until you reach the tunnels. Go right, then enter the first door left. Go downstairs, go right then go downstairs again. From there, head straight ahead to reach a mirelurk nesting area. Jump down and follow the corridor to reach another tunnel. Follow it to reach a room with stairs. Ignore it and continue past it to reach another tunnel again. Follow it once more to reach a room with some junk inside. The weapon is located on top of a barrel in one side of the room.

The Tenderizer

Type: Sledgehammer

Ammo: None (Melee)

Efficiency: [*][*][*]

Go inside the **Anchorage Memorial** utility. Go to the lower floors to find a dead NPC (Ted). From his body, acquire a note and enter the room nearby and look for a safe on the floor. This will require an average lockpicking skill. Otherwise, you can hack the terminal (average science skill required as well) to unlock the safe for you. Examine the safe and grab the *Door Component*. Next, head to through the Facility Bay and then to the Memorial Service Entrance (door with the red lights) then go through the tunnels. Once you reach the end of the tunnel, you should find a defective utility that can be repaired using the Door Component you just acquired. (Or repair it yourself if you have a Repair skill level of 95) Grab the loot inside, including a holotape and a key leading to a secret stash within the facility. The weapon is located in the dark corner of the room, beside the vent. Just point your cursor there to get it. Head back to the main area and head to the lowest level to find a Mirelurk butchery. Examine the fridge to obtain the contents of the stash.

The Terrible Shotgun

Type: Combat Shotgun

Ammo: Shotgun shells

Efficiency: [*][*][*]

Get inside the raider stronghold of **Evergreen Mills** and head to the Bazaar area. Find a small path leading to a cavern with a non-hostile NPC named Smiling Jack. He is a merchant and will trade with you, even repair your equipment. Unfortunately, since you can't get the weapon by pickpocketing him, you must kill him in order to loot this weapon from his body. The small path from Jack's counter leads to the Barter bobblehead, on the top right corner part of the shelf, behind the workbench.

Trench Knife (OA)

Type: Combat Knife

Ammo: None (Melee)

Efficiency: [*][*]

This is found inside the VSS armory inside the **Outcast Outpost** and can only be opened after completing the anchorage simulation.

Tri-Beam Laser Rifle (BS)

Type: Laser Rifle

Ammo: Microfusion Cell

Efficiency: [*][*][*]

This weapon is occasionally carried by Super Mutant Overlords. Kill them and loot this weapon from them.

Vampire's Edge

Type: Chinese Officer's Sword

Ammo: None (Melee)

Efficiency: [*][*][*]

This is located inside Vance's "sword cabinet" inside the The Family's hideout in **Meresti Station**. You can reach them during the "Blood Ties" sidequest. You can get the key from Vance by pickpocketing it or killing him. If you have 75+ pickpocketing skill level, you can just open the cabinet yourself.

Victory Rifle

Type: Sniper Rifle

Ammo: .308 ammo rounds

Efficiency: [*][*][*]

Slightly less powerful than the Reservist's rifle, one good (but sometimes annoying) feature of this rifle is it's knockdown effect. If you are sniping a target behind a cover and the target gets knocked down, your subsequent shots may miss. This weapon is located inside a [very hard] cabinet in the abandoned shack near **Rockbreaker's Last Gas**. In this same shack you'll get one of the Keller family transcripts needed to access the armory quarters containing the MIRV. One good way of retrieving this weapon without lockpicking the cabinet is by bringing Dogmeat and ordering him to search for weapons.

Wazer Wifle

Type: Laser Rifle

Ammo: Microfusion Cell

Efficiency: [*][*][*]

Accuracy, low AP cost, larger mag capacity, and great durability are the main strengths of this weapon. When used alongside with relative perks, this can be a very useful, all-around weapon. This can be bought for 500 caps from Biwwy, which you can haggle down to 250 caps if your barter skill is high enough. Also, if you have the Child at Heart perk, you can get this weapon for free.

Wild Bill's Sidearm (TP)

Type: .32 pistol

Ammo: .32 ammo rounds

Efficiency: [*][*]

You can find this from Wild Bill's body in the steelyard. He is found along the stairs leading to the upper levels of the main building, along with some ingots.

Xuanlong Assault Rifle

Type: Chinese Assault Rifle

Ammo: 5.56

Efficiency: [*][*][*][*]

To get this weapon, you'll need to solve a short puzzle in the Museum of Technology. Start by examining the terminal in the lobby, in the far end across the entrance. Select the last option labeled as "#000". The hidden message of Prime to a certain Jiggs will be displayed. After the message, select "#001" and select "19". Remember that incorrectly inputting the code will mess up everything. Next head to the second floor, West Wing. Examine the second terminal right near the entrance from the main building. Select "#002" then choose "53". Finally, head to the bottom floor of the Delta IX rocket exhibit and examine the terminal there. Select "#003" and choose "113". After inputting the last code, the last option will change to "#Get Passcode". A note and a map marker will be added to your pipboy. Head to the Jury Street Metro Station and look for Prime's body inside the diner. Loot his body to find some good valuables and this unique assault rifle. This weapon sports higher mag capacity, great durability and relatively high base damage, making it a prime all-around weapon of Small Gunners.

Zhu-Rong v418 Chinese Pistol

Type: Chinese Pistol

Ammo: 10mm ammo rounds

Efficiency: [*][*][*]

This unique Chinese pistol is located inside the LOB Enterprises building in the Falls Church area. The building is not marked in the map so your best bet is unlocking the Falls Church area first. The easiest way to unlock Falls Church is by taking the Marigold Station in Grayditch. Once inside the LOB Building, work your way to the second floor of the main building. The door leading to the CEO's office (where the weapon is located) is protected by a [VERY HARD] locked door. You can bypass this by taking the stairs in the other side and use the edges of the broken floor as foothold until you reach the open side of the CEO's room. Check the desk first to obtain the key to the case and open the case on top of the CEO's table to get this weapon. Though classified as a chinese pistol, it uses 10mm rounds compared to the .32 ammo used by ordinary chinese pistols. As a bonus, it will allow players to fire incendiary shots, adding fire damage per round.

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